

Using k-Dominating Sets to Select Cluster Heads for Data Aggregation in Sensor Systems

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Overview

- Data Aggregation
 - K-Domination
 - Definition
 - Embedding functions
 - Tiling in Mesh Topologies
 - System Model
 - Energy Model
 - Simulation Results
 - Conclusions
-

Data Aggregation

- Resource constrained nodes
 - Limited computation and communication
 - Peer-to-peer multi-hop wireless communications
 - Loosely-coupled, large-scale system
 - Large volume of data, low bandwidth and less energy
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Data Aggregation

- Data aggregation methods are divided in to
 - Cluster based approaches
 - Non Cluster based approaches
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Data Aggregation

- ❑ Nodes collect local data and send data to the sink or monitoring station
 - ❑ Amount of data handled is large and cost of communication is high because of direct communication
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Data Aggregation

- ❑ Nodes in the network are grouped to communicate to a node in the network which are known as Cluster Heads (CH)
 - ❑ CH collect local data aggregate them and transmits the corresponding data to sink
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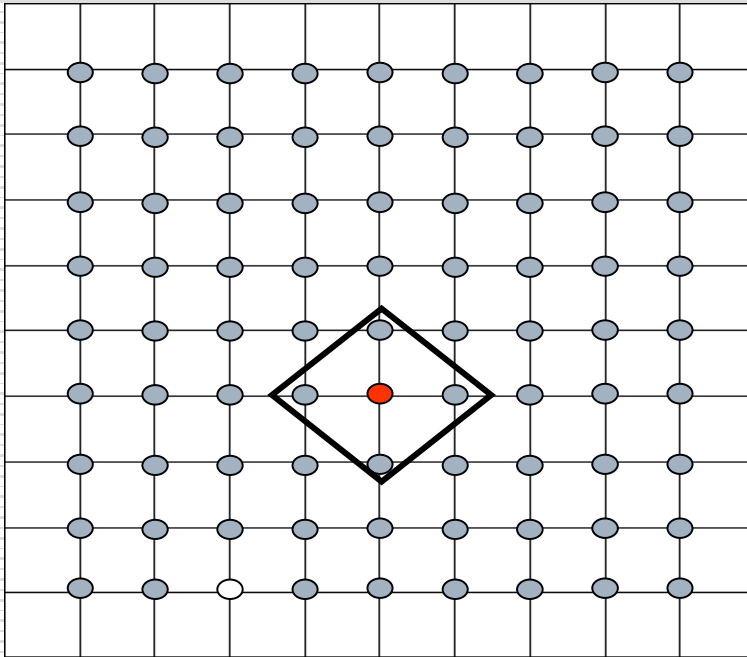
K-Domination

Definition

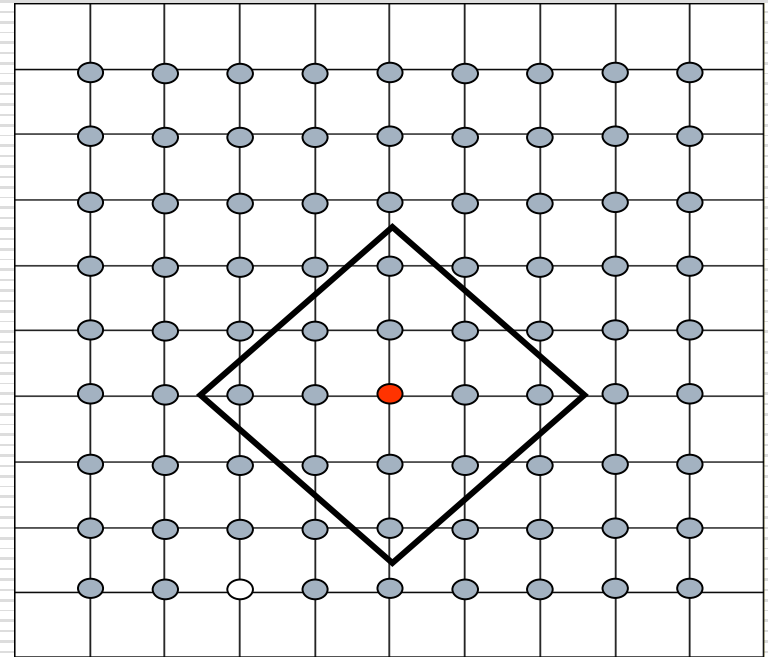
- Given a graph, $G=(V,E)$, a subset D of V is said to be a 1-dominating set, if every node v in V is either in D or is adjacent to a node in D .
 - A subset D is said to be a k -dominating set if every node v , not in D , is connected to a node in D via a path of length less than or equal to k .
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K-Domination

Examples



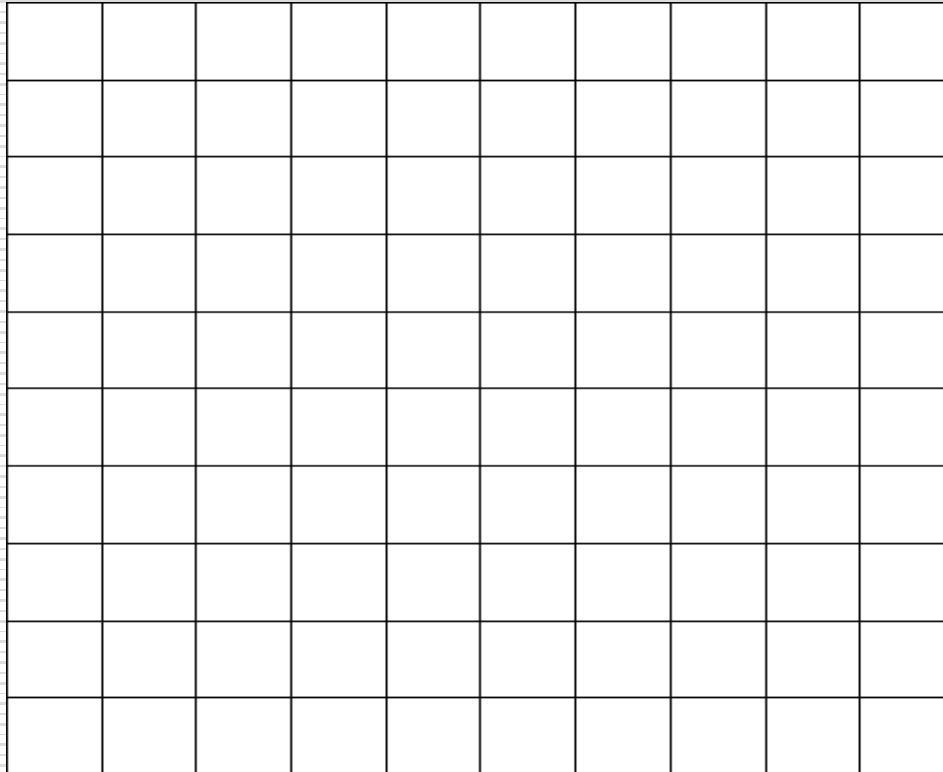
1-Domination



2-Domination

K-Domination

2D-BaseGrid



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K-Domination

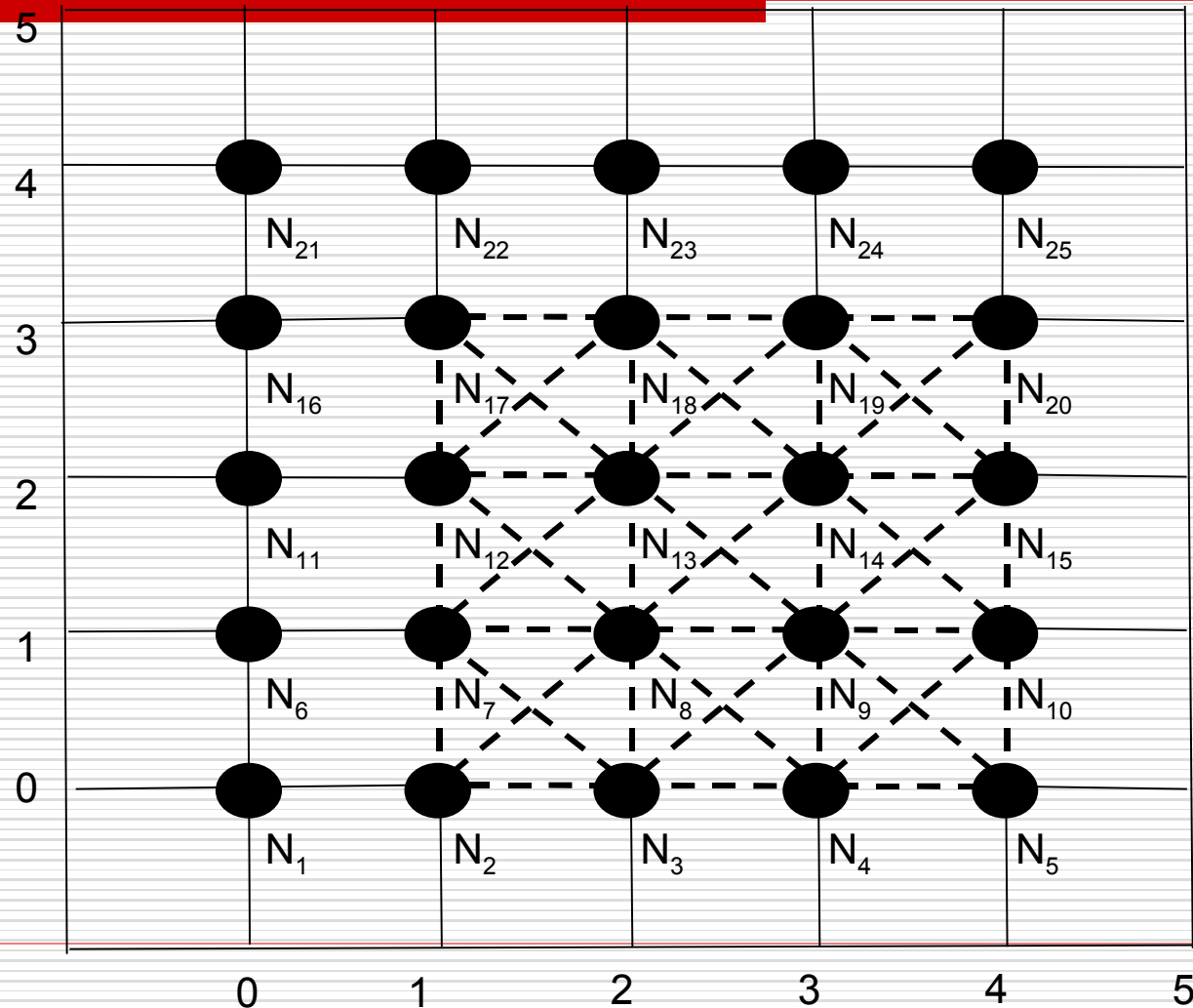
Embedding Functions

- Given a set of nodes, Z , an embedding function is

$$\Xi_q : Z \rightarrow N \times N \times R$$

K-Domination

Embedding Functions – 8 Neighbor Mesh Topology



K-Domination

Embedding Functions – 8 Neighbor Mesh Topology

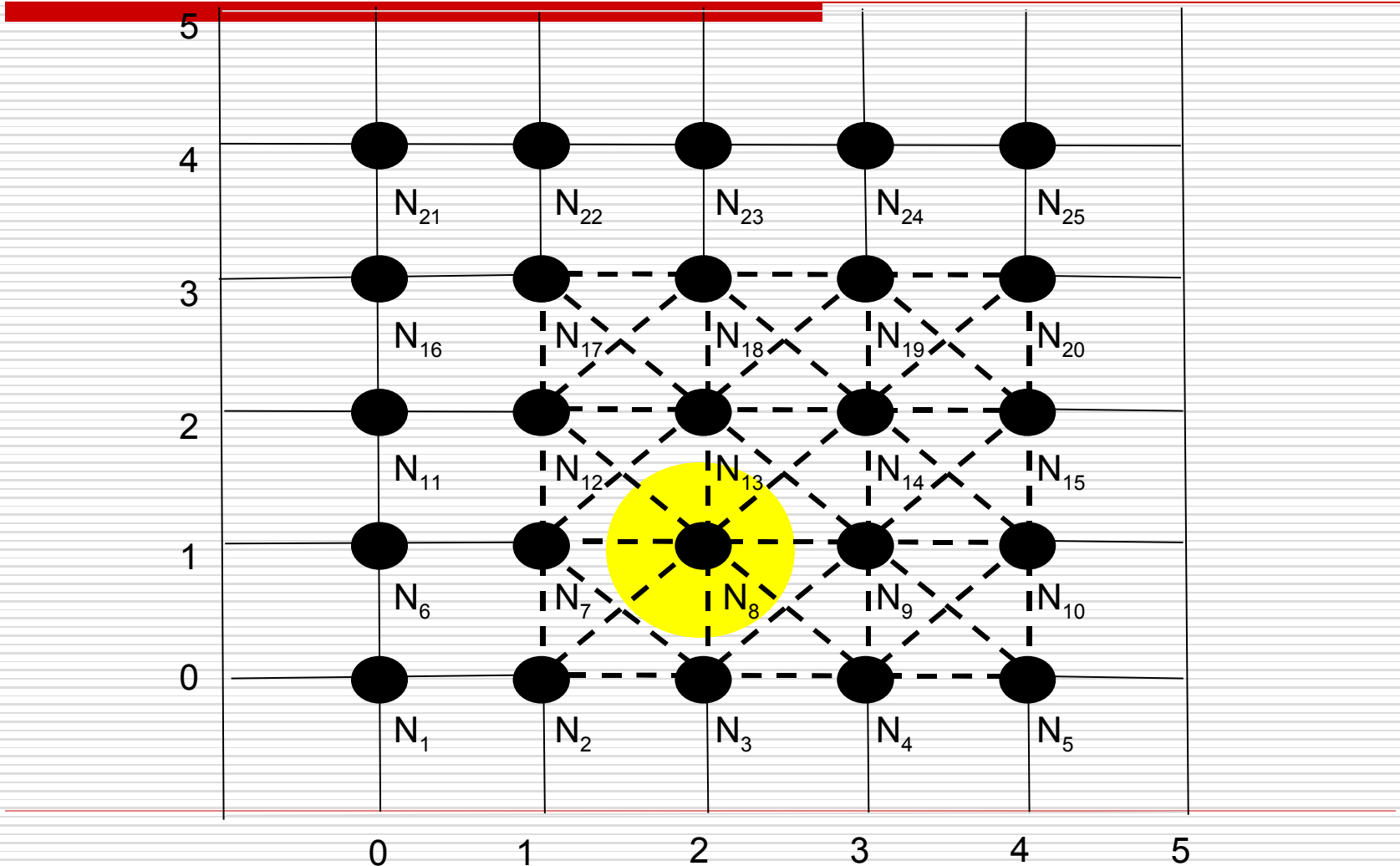
- Node Z_i is assigned to the location

$$((i-1) \bmod C, \left\lceil \frac{i}{C} \right\rceil - 1)$$

- C is number of columns.
 - The transmission range is set to $\sqrt{2}$
 - Example, when $C = 5$, node N_8 is assigned to the location (2,1).
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K-Domination

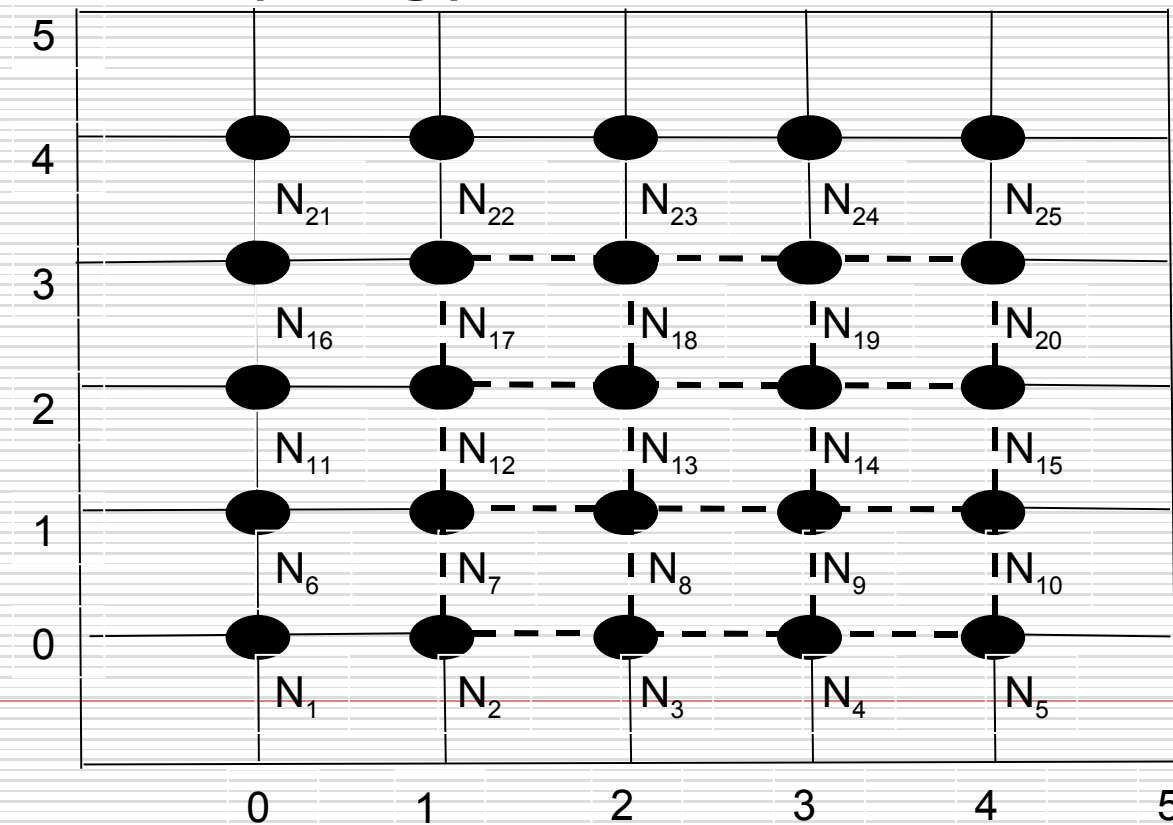
Embedding Functions – 8 Neighbor Mesh Topology



K-Domination

Embedding Functions – 4 Neighbor Mesh Topology

- Using the same location assignment with a transmission range of 1, we get the 4-Neighbor topology.

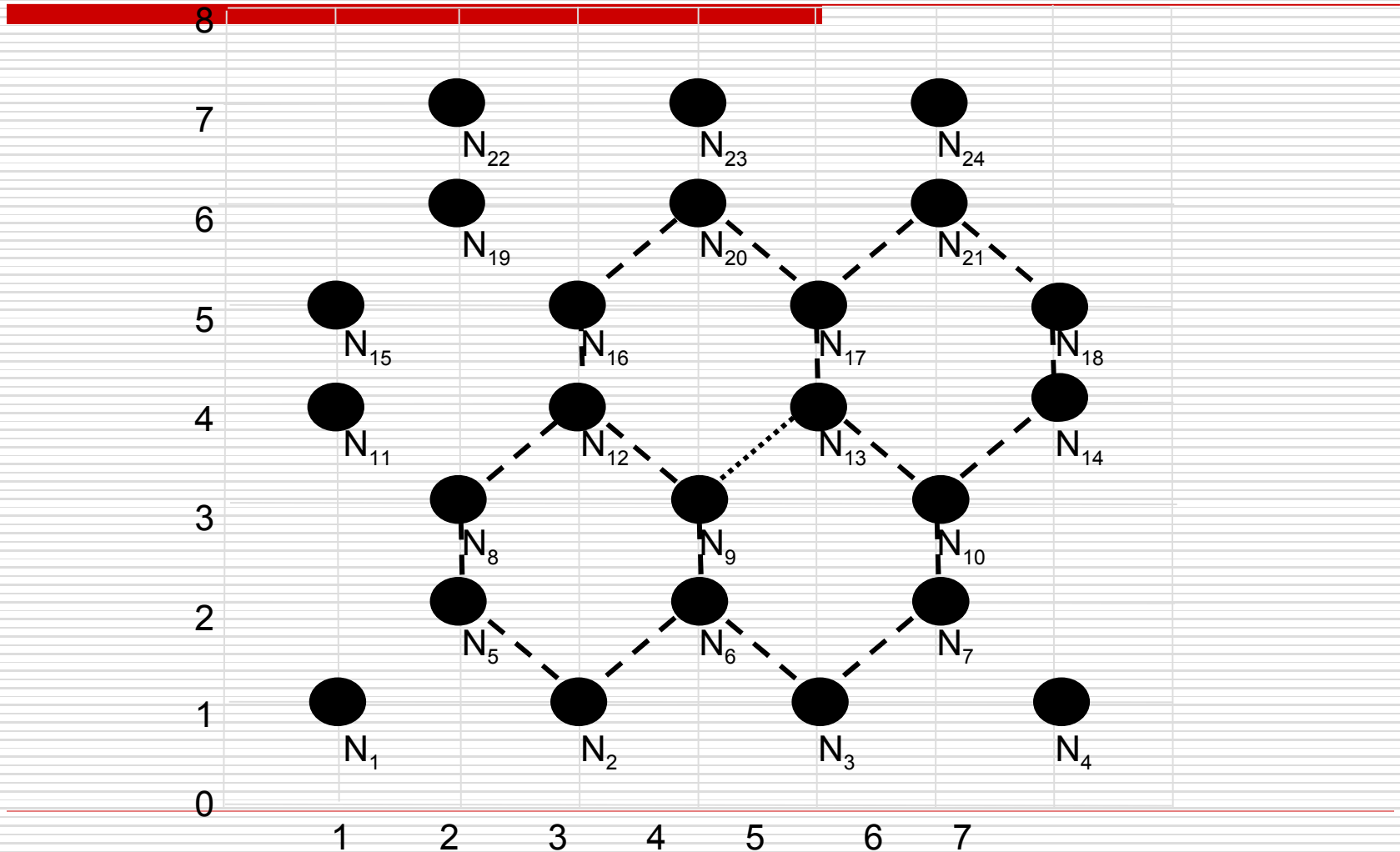


K-Domination

Other Mesh Topologies

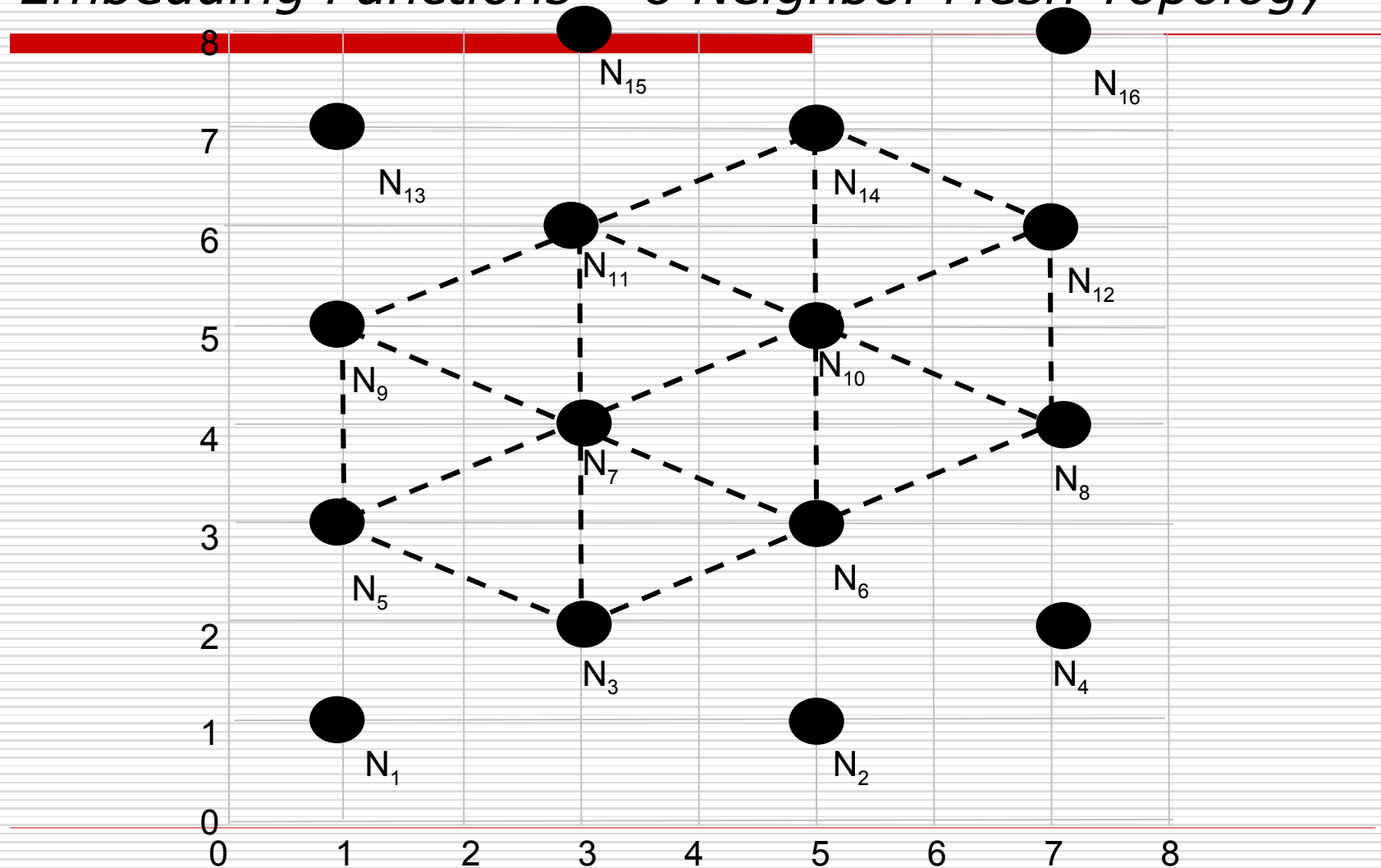
- Two other embedding functions are for
 - 3-Neighbor and
 - 6-Neighbor
-

Embedding Functions – 3 Neighbor Mesh Topology



K-Domination

Embedding Functions – 6 Neighbor Mesh Topology



K-Domination

Embedding Functions

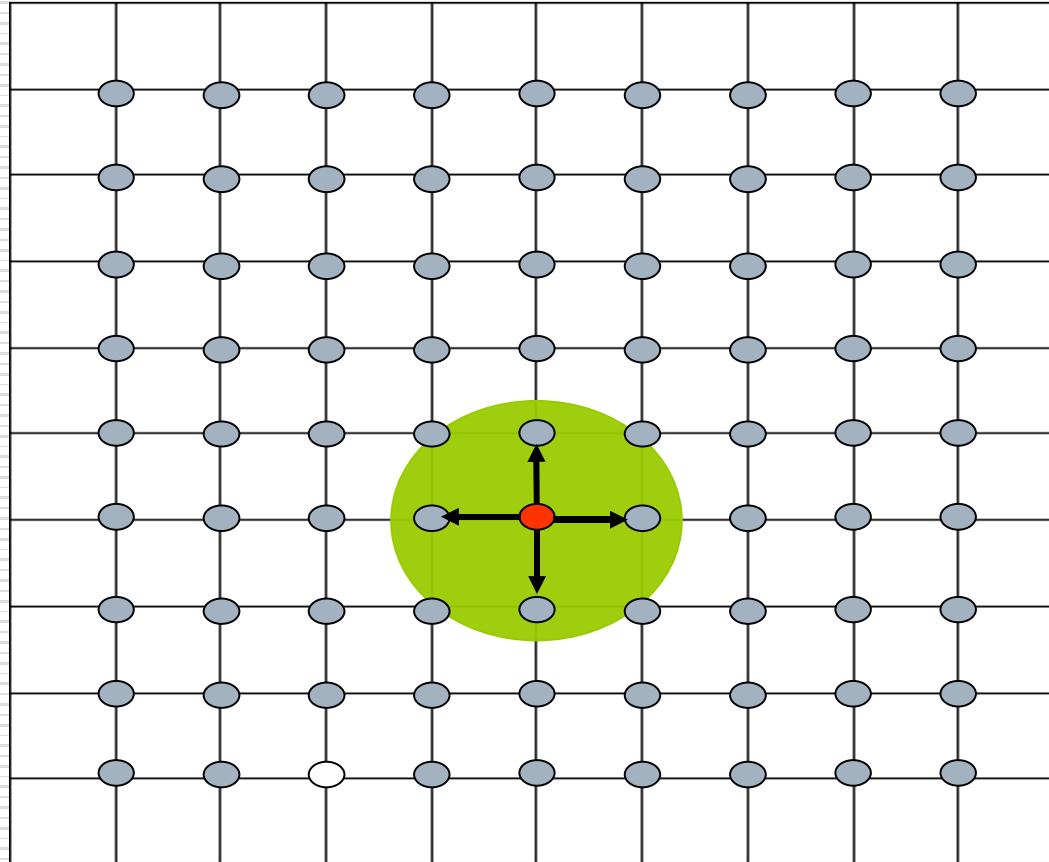
- Therefore, the notion of embedding functions helped us to view different mesh topologies in a unified manner.
 - Given a set of nodes, each node is assigned to an (x,y) location on the grid with a specific transmission range.
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K-Domination

4 Neighbor Mesh topology



K-Domination

Tiles in Mesh topologies

- For each mesh topology there is a particular tile structure which covers the whole network.
 - The center node in each tile act as CH.
 - Nodes in the tile communicate to the CH.
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K-Domination

Tiles in Mesh topologies

- The size of the tile and number of nodes in each tile increases as the value of 'k' in k-Domination increases
 - Number of nodes in each cluster for k-Domination is $q \cdot (k^2 + k) / 2$.
 - q is number of neighbors for a node
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K-Domination

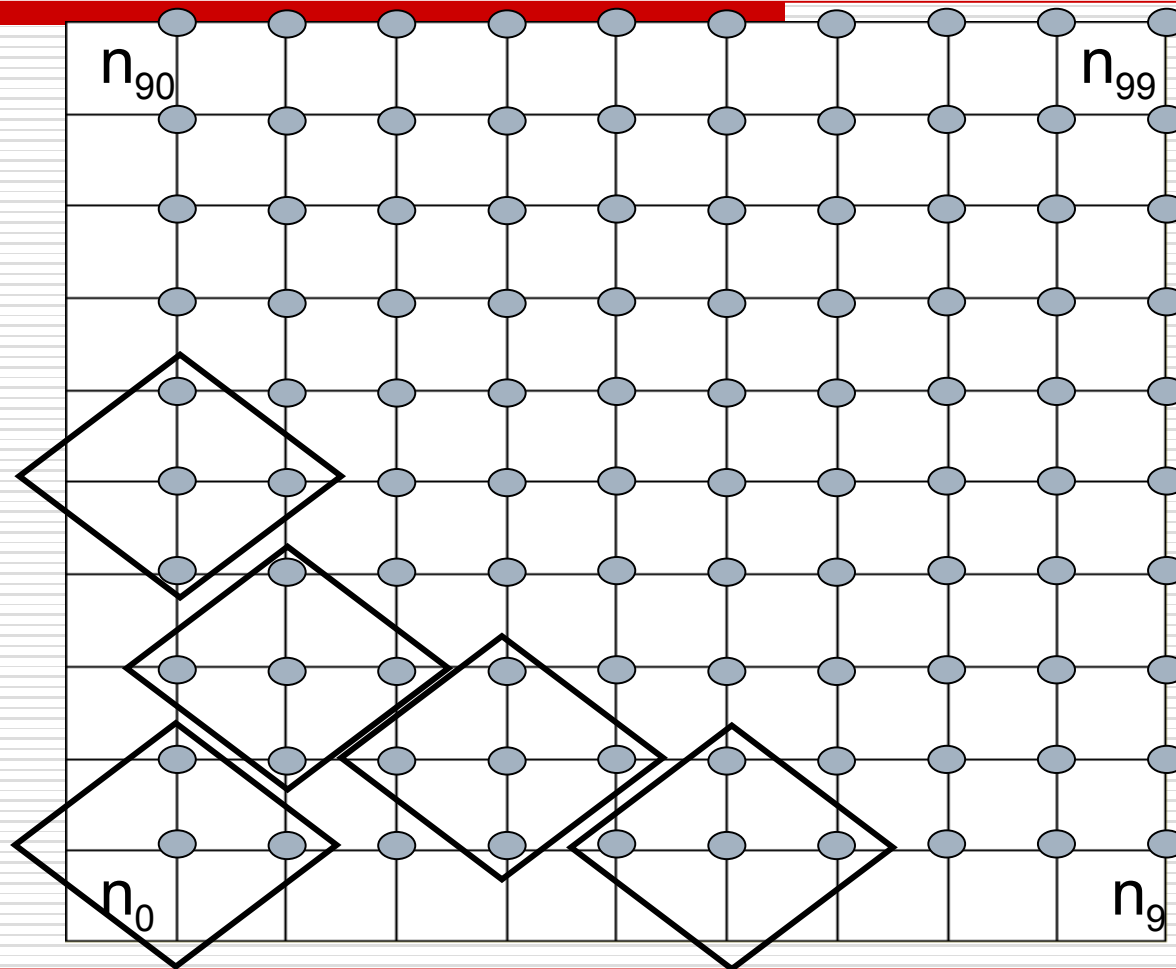
Tiles in Mesh topologies

$$\text{Number of Clusters} = \frac{\text{Number of Nodes}}{\text{Number of Nodes per cluster}}$$

- The above equation gives tentatively the number of clusters as the network size increases
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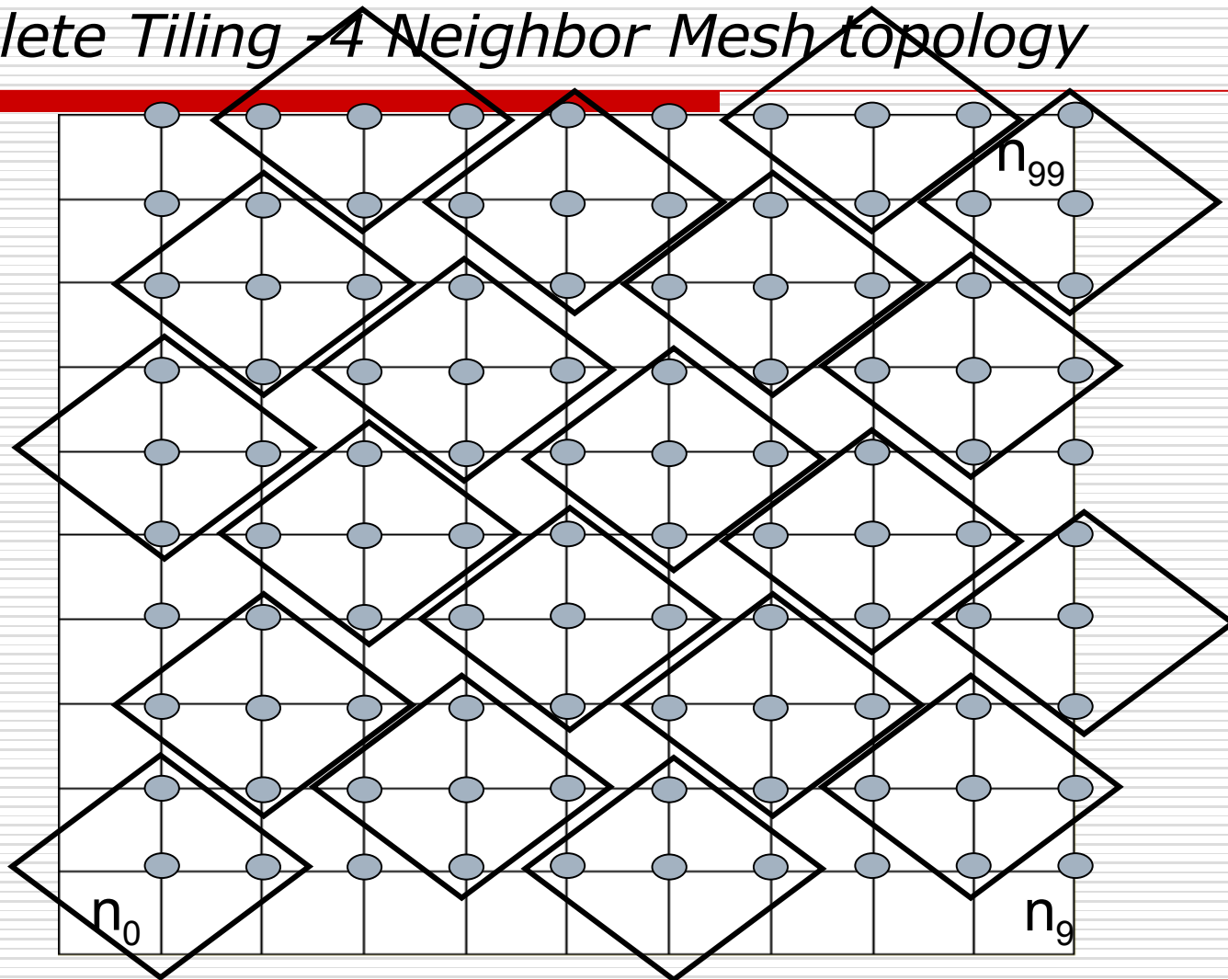
K-Domination

Example Tiling -4 Neighbor Mesh topology



K-Domination

Complete Tiling - 4 Neighbor Mesh topology



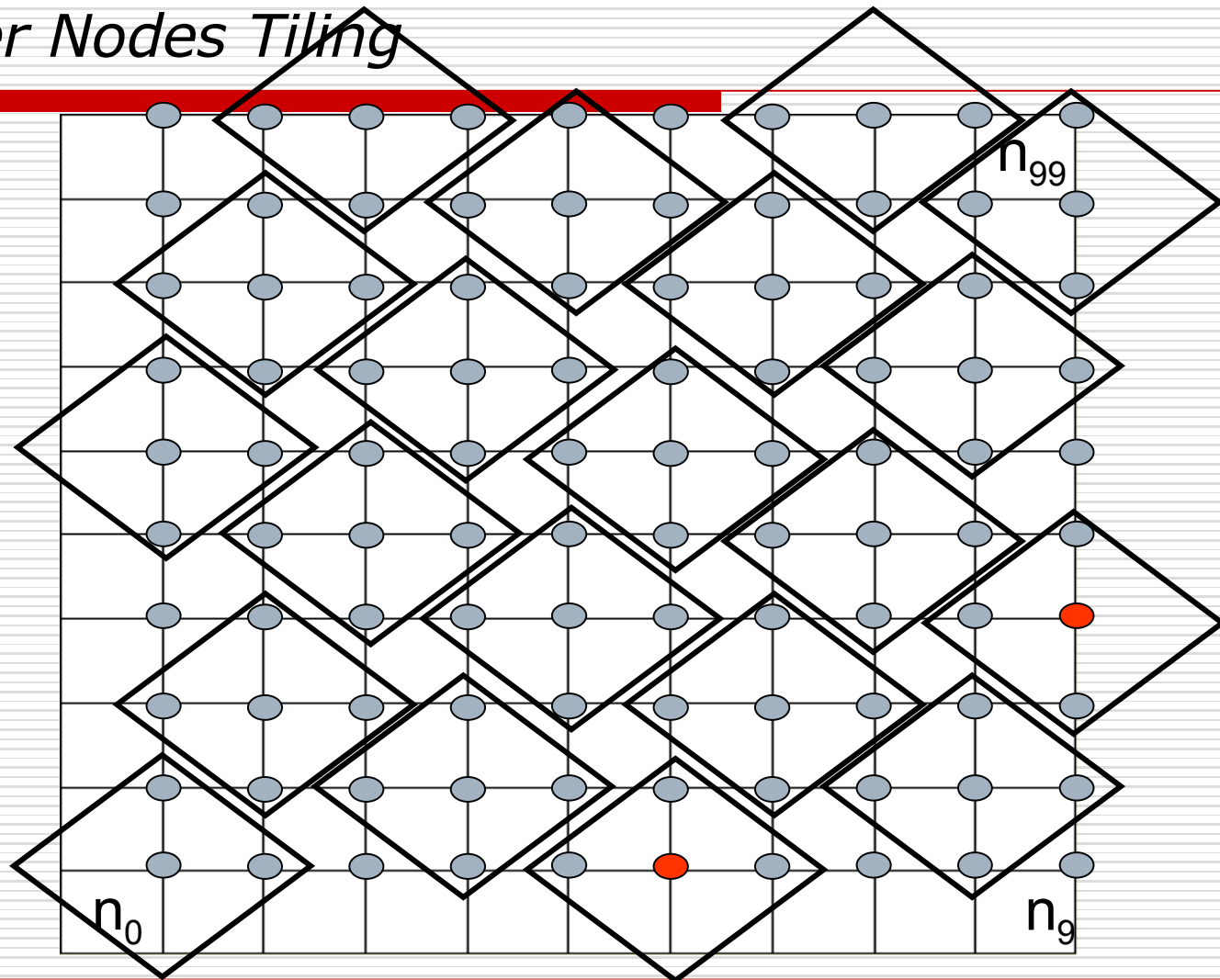
K-Domination

Border Nodes Tiling

- Some nodes along the border cannot be covered by complete tiles
 - These nodes are covered by 'subtiles'
-

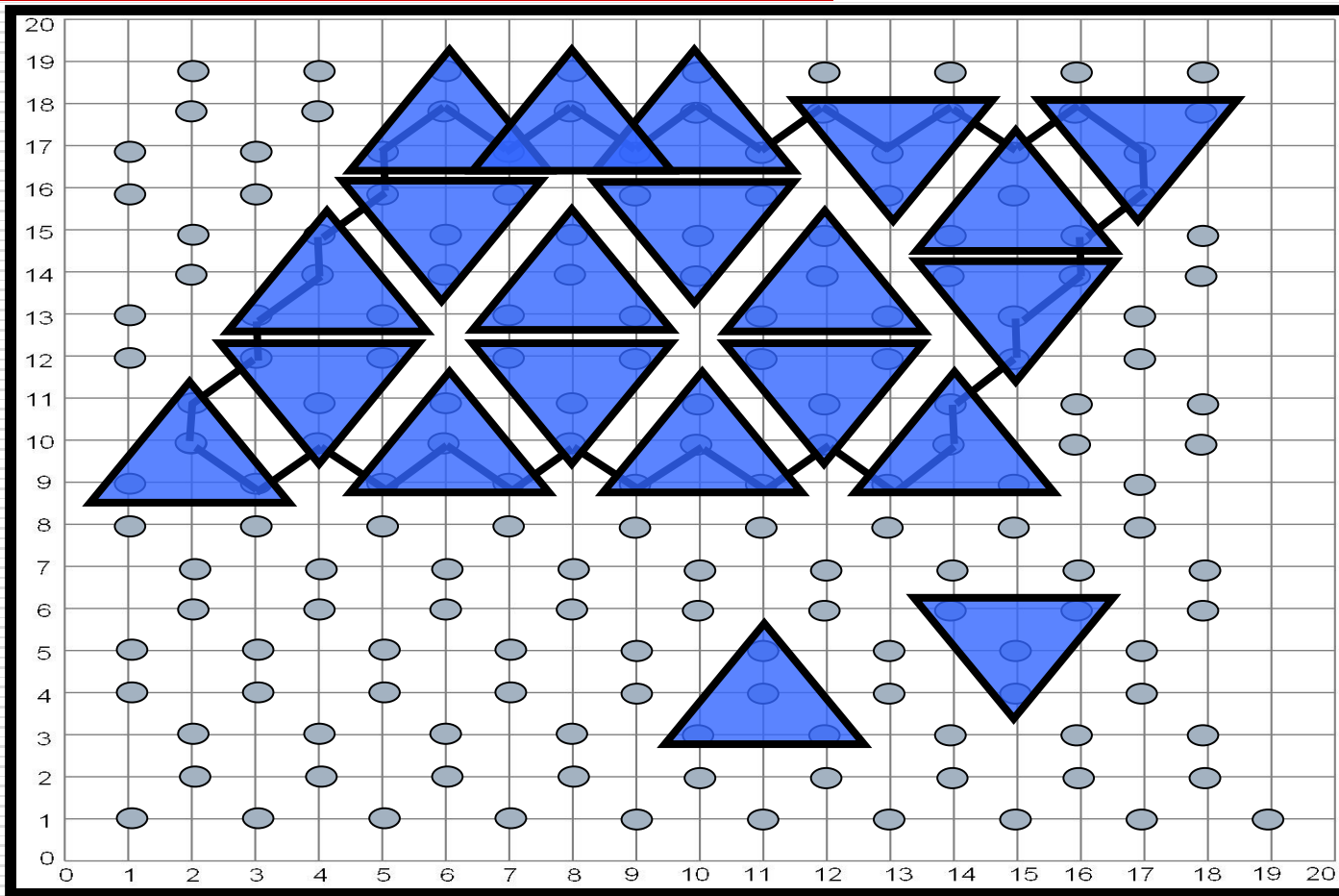
K-Domination

Border Nodes Tiling



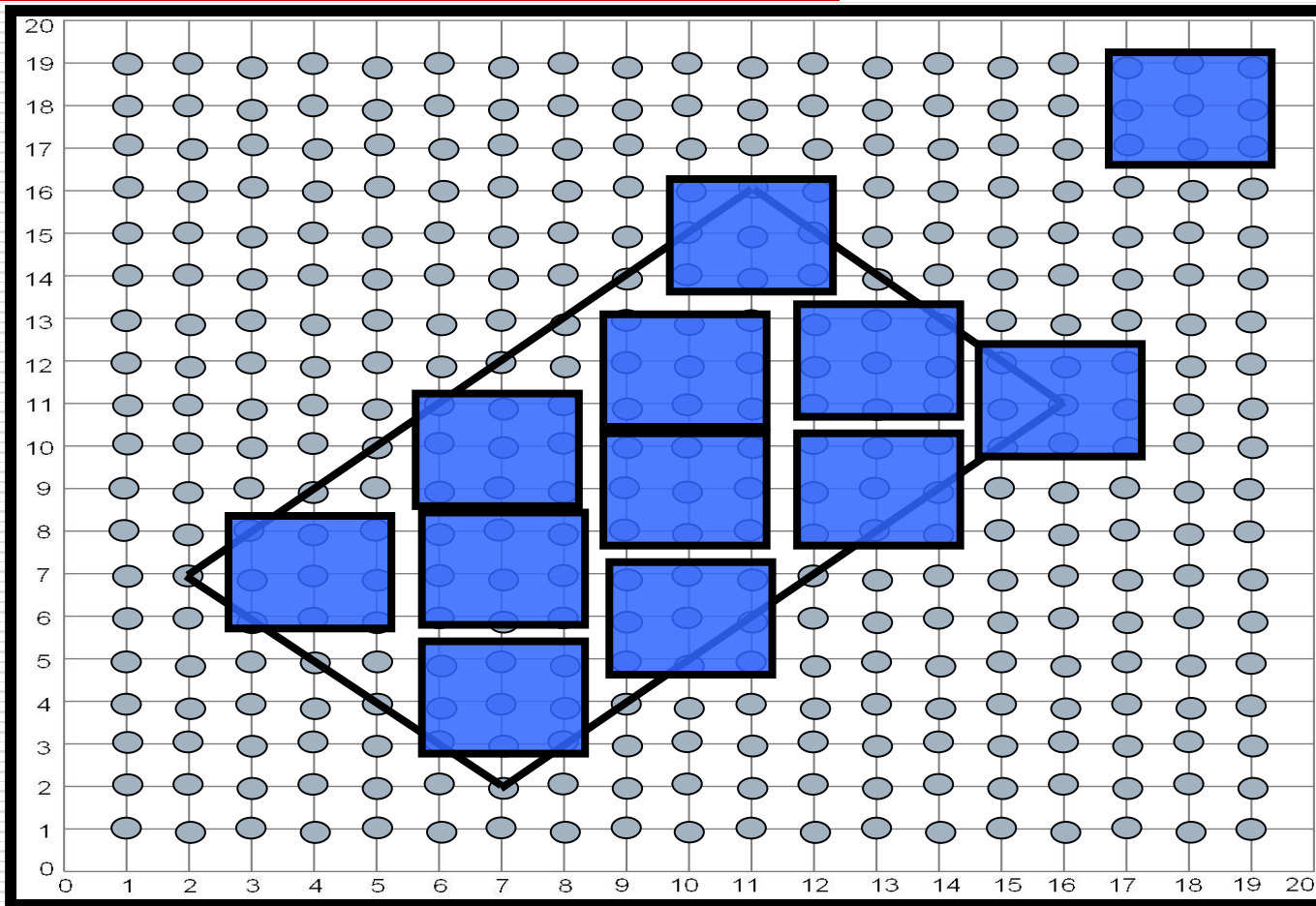
K-Domination

Example Tiling -3 Neighbor Mesh topology



K-Domination

Example Tiling -8 Neighbor Mesh topology



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System Model

Energy Metrics

- Cost of communicating directly to sink is E_s .
 - Cost of communicating one hop in the network is e .
 - Amount of data compression done at CH is C .
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System Model

Energy Metrics

$$K < \frac{\frac{3CE_s}{2} - 1}{2}$$

- The above relation gives feasible values of 'k' for given energies and compression ratio metrics.
 - Value of 'k' implies the number of nodes that can be handled by each CH
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Simulation Results

Metrics Used

- Average Latency
 - end-to-end delay averaged over all messages that travel across multi-hop routes
 - Average Jitter
 - Variance of average delay over all messages
 - Message Loss Rate
 - ratio of number of messages NOT received at cluster head to the number of messages generated in cluster
 - Buffer overflow
 - Link failure
-

Simulation Results

Simulation Approach

- Modeled multi-hop communication as a multi-stage queuing network
 - Node sent 100 messages of 36 bytes each
 - Nodes queue length is 10
 - Interarrival time between messages was exponentially distributed with varying mean times.
 - Service time in each queue represents
 - Exponentially distributed with mean time.

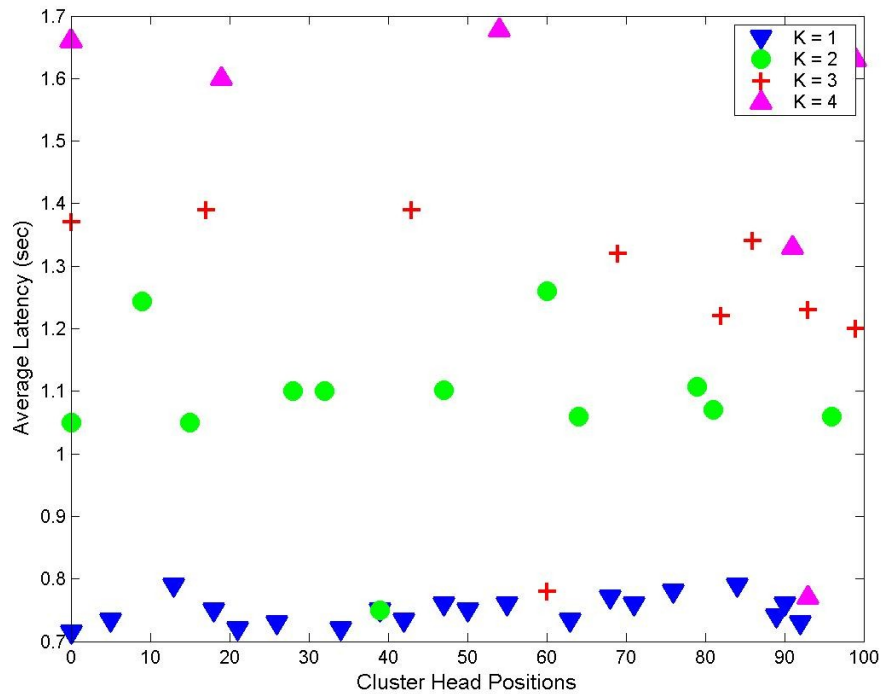
Simulation Results

Metrics Used

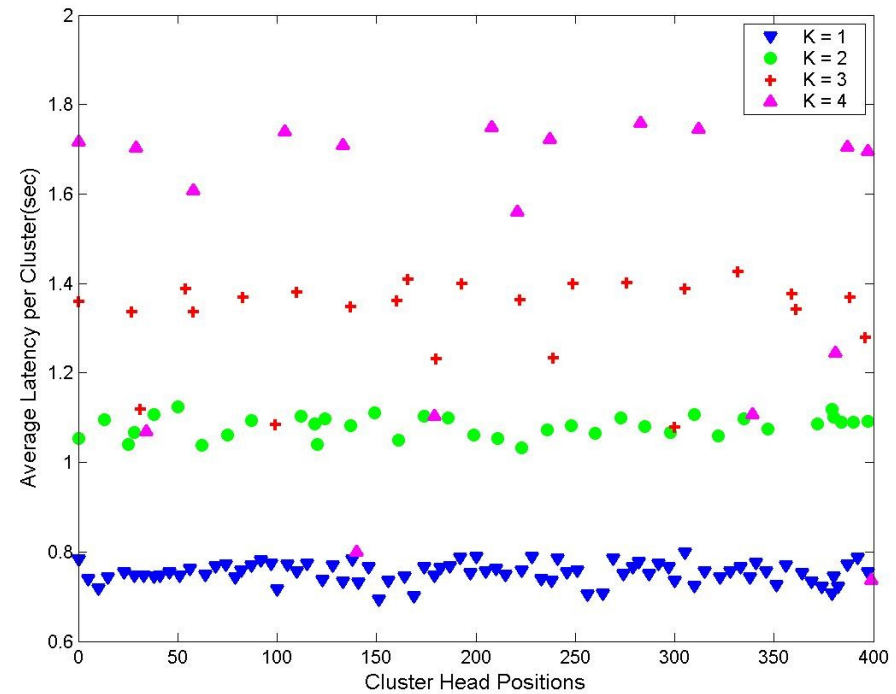
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Simulation Results

Average Latency



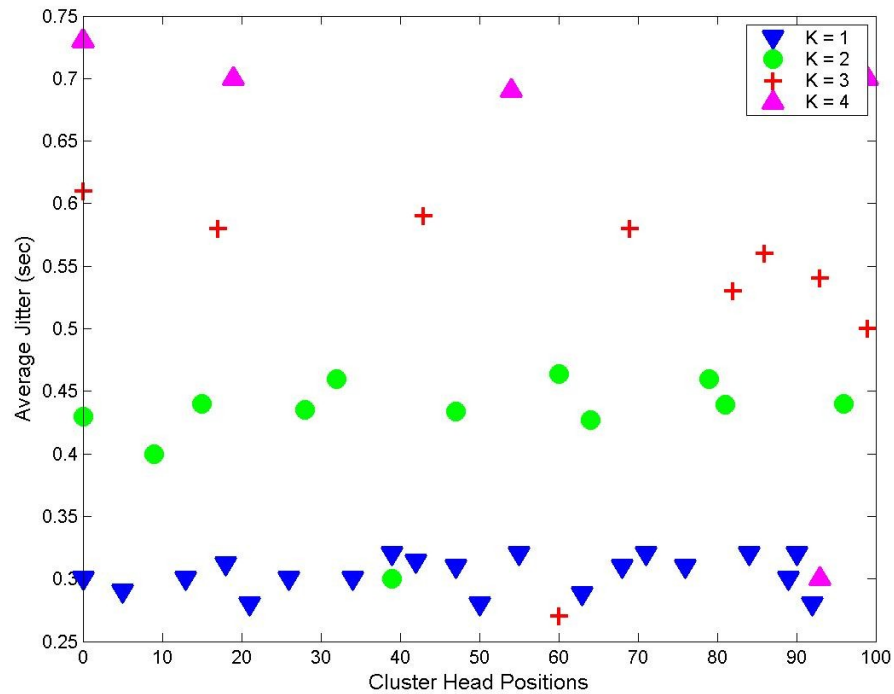
10 x 10 Grid



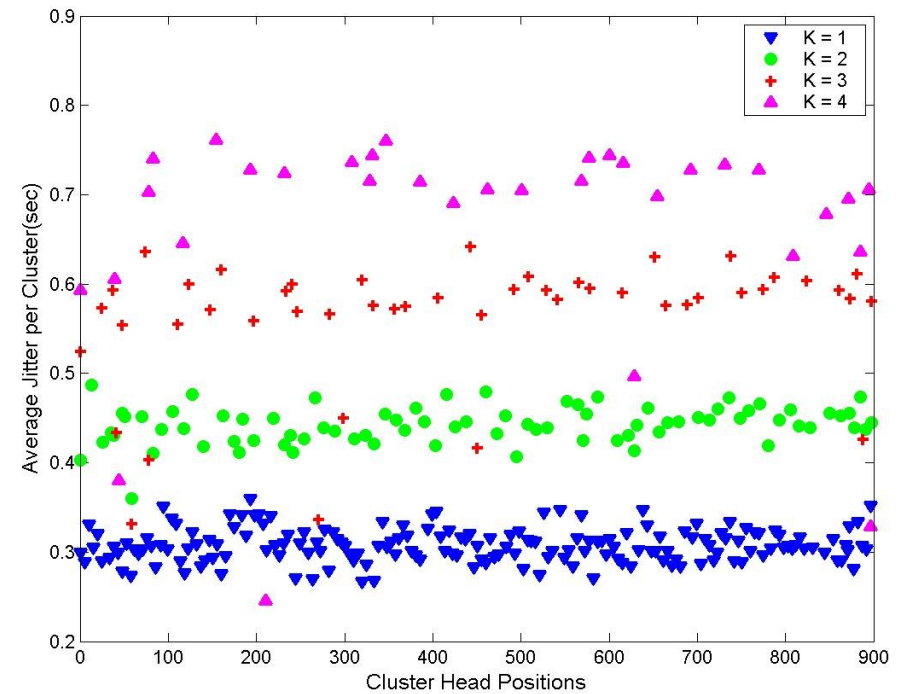
20 x 20 Grid

Simulation Results

Average Jitter



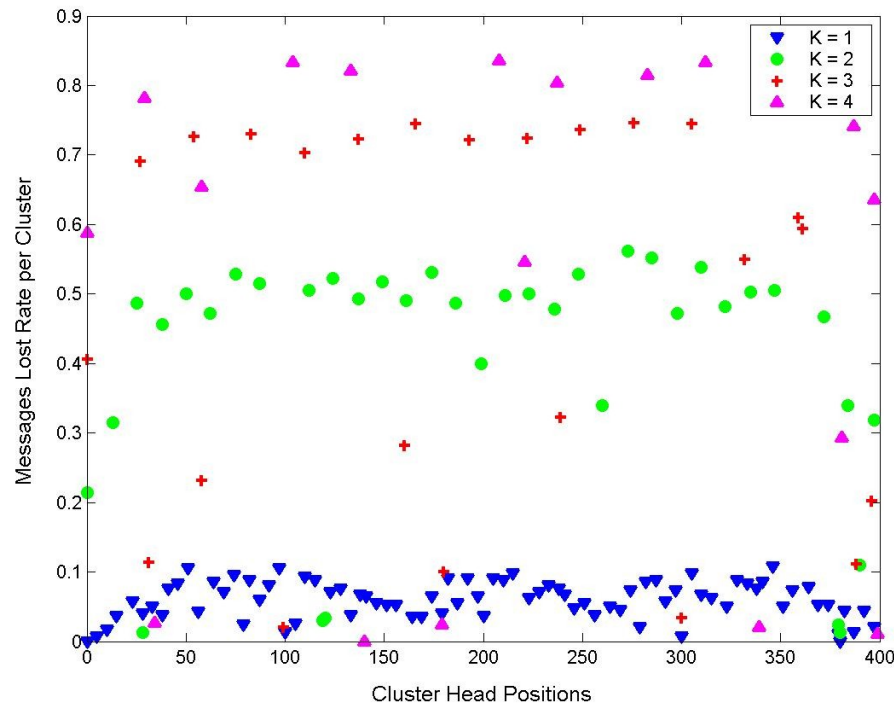
10 x 10 Grid



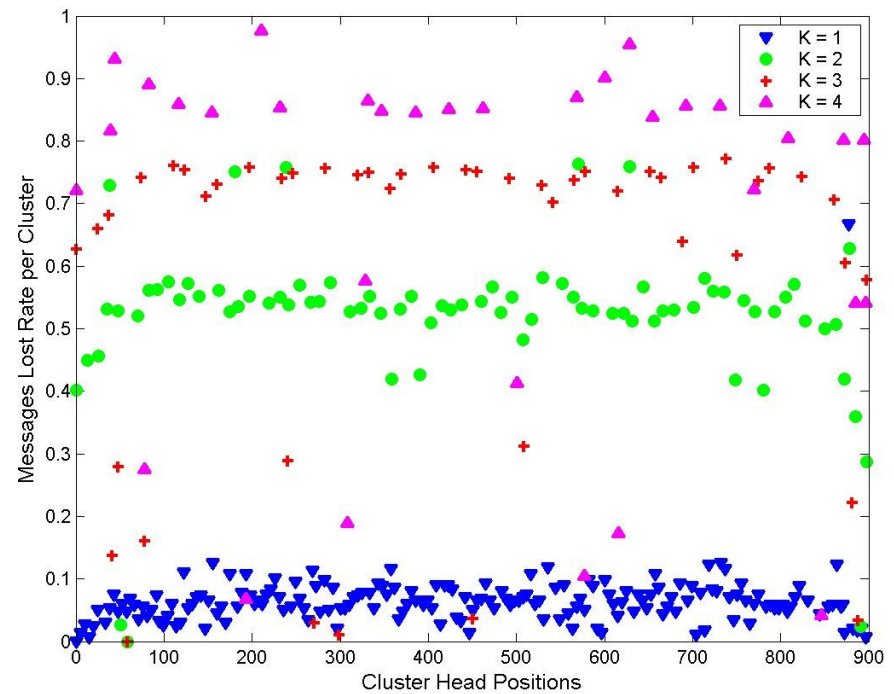
30 x 30 Grid

Simulation Results

Message Loss Rate



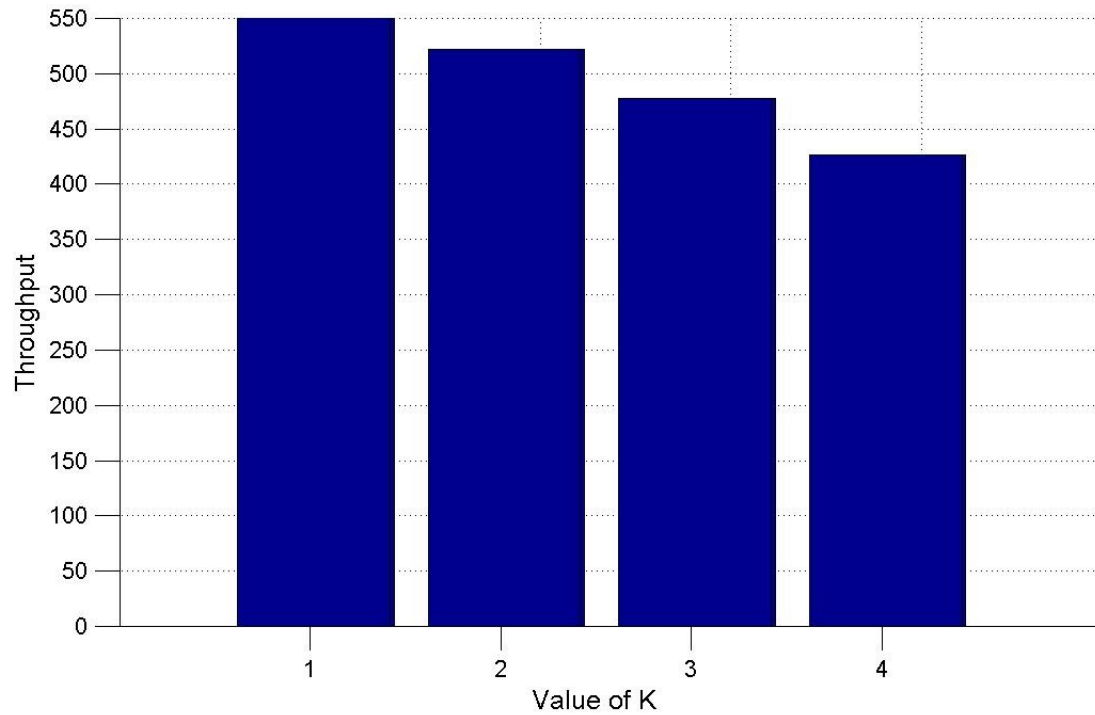
20 x 20 Grid



30 x 30 Grid

Simulation Results

Sink Throughput -30x30 Grid



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Conclusions

- ❑ We explored a symmetric way to find the Cluster Heads for a region.
 - ❑ The cost incurred by nodes to communicate directly is more compared to the cost incurred using CHs.
 - ❑ The number of CHs effected the performance of the system
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Conclusions

- ❑ The system performed best when it had less number of CHs
 - ❑ Future work includes adapting this CH selection scheme for different mesh topologies.
 - ❑ Cluster head performance analysis based on QoS would provide a clear view.
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Thank You...



Questions???
